EC 601 Project 3

Tests:

Test case # 1

Functionality under normal use case

After the user enter the correct name of any games , will the program capture related information?

The test steps will be first entering the game name, then hit enter to start the program. As a result, the program should be able to download the first 100th twitter that related to that game and use google sentiment analyses to give a positive/ negative score.

Test case # 2

Functionality under misuse case

When user enter the irrelevant content, what will the program provide?

The test steps will be similar to the first test case. The result should be a positive/ negative feedback about what the user entered, but it should not related to any game, since at the beginning is not relevant to any game.

Test case # 3

Error Handling

When the program is unable to connect with twitter API or google sentiment analyses due to any potential reason, i.e., invalid credential information, server is down etc. The steps will be similar to other cases, it should still able to accept the keyword input. As a result it should give a feedback that says missing credential information or server time out.

Test case # 4

Performance

How long does it take the program to collect all the data and provide the feedback? The test steps are enter the keywords, then the program should first run the twitter API to capture any related Twitter posts, and then it should run the google sentiment analyses to analyze twitter posts that are captured from the program. The result is that program should be able to output the score within a time less than ten second.